



CAM WOODFIELD INFANT SCHOOL

GROW – EXPLORE – DISCOVER

Computing Overview 2024-25						
	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 1	Computing systems and networks: <i>Improving mouse skills</i>	Programming 1: <i>Algorithms unplugged</i>	Skills showcase: <i>Rocket to the moon</i>	Programming 2: <i>Programming Bee-bots</i>	Creating Media: <i>Digital imagery</i>	Data handling: <i>Introduction to data</i>
	Online safety L1	Online safety 2	Online safety 3	Online safety 4	Online safety 5	
Year 2	Computing systems and networks 1: <i>What is a computer?</i>	Programming 1: <i>Algorithms and debugging</i>	Programming 2: <i>Introduction to block coding</i>	Computing systems and networks 2: <i>Word processing</i>	Creating media: <i>Stop motion</i>	Data handling: <i>International space station</i>
	Online safety L1	Online safety 2	Online safety 3	Online safety 4	Online safety 5	

Year 1 Computing Outline 2024-25

Autumn 1	Computing systems and networks: <i>Improving mouse skills</i>	L1: Logging in
		L2: Click and drag skills
		L3: Drawing shapes
		L4: Drawing a story
		L5: Self-portrait
		Online safety L1: Using the internet safely
Autumn 2	Programming 1: <i>Algorithms unplugged</i>	L1: What is an algorithm?
		L2: Algorithm pictures
		L3: Virtual assistants
		L4: Step by step
		L5: Debugging directions
		Online safety L2: Online emotions
Spring 1	Skills showcase: <i>Rocket to the moon</i>	L1: Rocket materials
		L2: Rocket design
		L3: Rocket building instructions
		L4: Making a rocket
		L5: Rocket launching
		Online safety L3: Always be kind and considerate
Spring 2	Programming 2: <i>Programming Bee-bots</i>	L1: Getting to know a virtual device
		L2: Making a virtual Bee-Bot video
		L3: Precise instructions
		L4: Bee-Bot world virtual
		L5: Bee-Bot adventures
		Online safety L4: Posting and sharing online

Summer 1	Creating Media: <i>Digital imagery</i>	L1: Planning a photo story
		L2: Taking photos
		L3: Editing photos – Sketchpad
		L4: Searching for images
		L5: Photo collage
		Online safety L5: How much time should we spend on technology?
Summer 2	Data handling: <i>Introduction to data</i>	L1: Zoo data
		L2: Picture data
		L3: Minibeast hunt
		L4: Animal branching databases
		L5: Inventions

Year 2 Computing Outline 2024-25

Autumn 1	Computing systems and networks 1: <i>What is a computer?</i>	L1: Computer parts
		L2: Inputs
		L3: Technology safari
		L4: Invention
		L5: Real-world role play
		Online safety L1: What happens when I post online?
Autumn 2	Programming 1: <i>Algorithms and debugging</i>	L1: Dinosaur algorithm
		L2: Machine learning
		L3: Through the maze
		L4: Making maps
		L5: Unplugged debugging
		Online safety L2: How do I keep my things safe online?
Spring 1	Programming 2: <i>Introduction to block coding</i>	L1: Using ScratchJr
		L2: Creating an animation
		L3: Making a musical instrument
		L4: Programming a joke
		L5: 'The Three Little Pigs' algorithms
		Online safety L3: It's my choice
Spring 2	Computing systems and networks 2: <i>Word processing</i>	L1: Getting to know the keyboard
		L2: Getting started with word processing
		L3: Newspaper writer
		L4: Poetry book
		L5: Digital writer
		Online safety L4: Is it true?

Summer 1	Creating media: <i>Stop motion</i>	L1: What is animation?
		L2: My first animation
		L3: Planning my project
		L4: Creating my project
		L5: Creating my project
Summer 2	Data handling: <i>International space station</i>	L1: Homes in space
		L2: Space bag
		L3: Warmer, colder
		L4: Experiments in space
		L5: Goldilocks planets